

WTF



work time fun™



CONTENTS

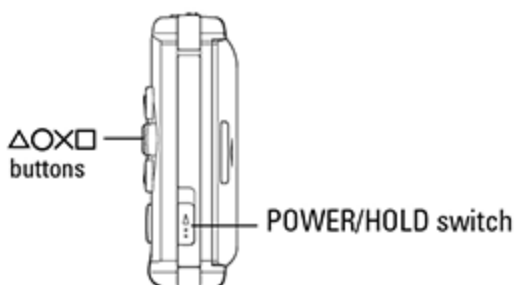
Getting Started	2
Game Controls	3
Profile Screen	4
Main Menu	4
Email	5
Job Placement	6
Vending Machine	7
Tool List	8
Job List	9
Trinket List	10
Title List	10
System	10
Hell Cantina	11
Item Exchange	11
Adhoc.	12
Out Sourcing	13
Credits	15
Customer Support	16

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

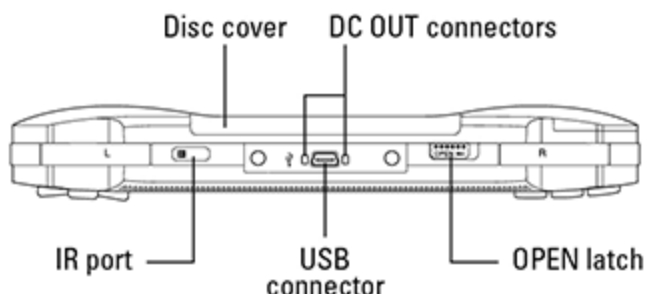


GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT WTF: work time fun™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

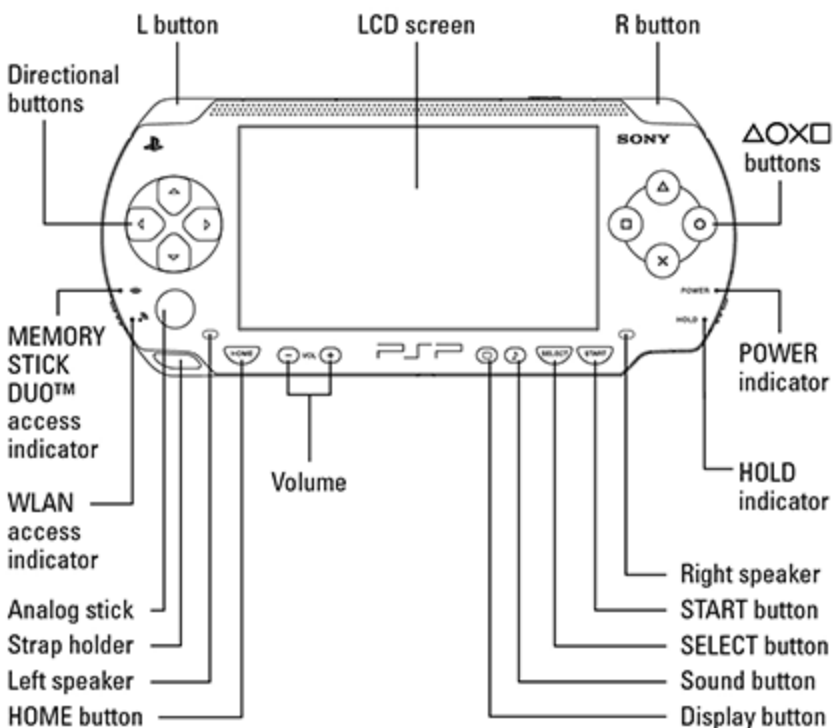
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.



STARTING UP

PSP® (PlayStation®Portable) system configuration



GAME CONTROLS	
↑↓←→	Select option / Job specific
× button	Confirm selection / Job specific
○ button	Cancel selection / Job specific
△ button	Job specific
□ button	Job specific
L button	Job specific
R button	Job specific
START	Pause
SELECT	Not used
Analog stick	Job specific

WTF



PROFILE SCREEN

When first beginning WTF: work time fun™, you'll be taken to the Profile Screen. From here, you'll be able to provide us with your personal information, which will be quickly reviewed and most likely forgotten. Anyway, moving on, the required information to provide is as follows:

Name: Any name, nickname, pet name, or superhero alias is acceptable. You can even be a symbol!

Sex: Your gender. If you're unsure, just pick one! Either that or contact the nearest physician.

Blood Type: Why we ask for your blood type is unknown. Just go ahead and pick one, because it's almost a guarantee that you don't know.

Date of Birth: Go ahead, let us know what your REAL age is.

Address: Nothing smart here, just provide us with your address.

Message: Provide everyone with your own personal message... so we can make fun of all the grammatical, punctuational, and spelling errors.

Once you're done filling in your snazzy profile, select the O.K. option to progress forward.

MAIN MENU

The Main Menu is here to give you access to your Mail, the Placement Office, Vending Machine, and Hell Cantina. It also gives you information regarding the date, time, and your financial situation.

Mail: Select the Mail option to read all your mail and find out just how popular you are.



Date and Time: In today's mundane society we always lose track of the date and time, so this neat little feature is here so we'll never have to think about it.



Placement Office: This is where you go to begin those fun part-time jobs you've been hearing about.

Vending Machine: Enter this area to gain access to the many different Vending Machines.

Hell Cantina: All multi-player features can be accessed through this option.

Profile Name and Funds: This area displays your Profile Name and how much money you have. You know, just so we don't forget who we are and how little money we make.

MAIL

This is your own personal e-mail account. Here you'll receive messages from your friends, family, co-workers, and even spam! It's suggested to read all your mail. You never know, some emails could contain a lucrative bonus!

Press **X** to select an e-mail. From here, you'll be given the option to read, delete, or save. Highlight the desired option and press **X** to confirm. A small envelope icon next to the subject line will appear closed prior to reading your mail, once you've finished reading the mail an open envelope icon will display.

READING YOUR MAIL

When reading your mail, you'll be presented with the general e-mail format. Which is: the date and time it was sent to you, who it was from, the subject, and it's contents.

SAVING YOUR MAIL

If you wish to save your mail, you may do so. This prevents you from accidentally deleting it. A small key icon will display to the right of the envelope to signify that the mail has been saved.

DELETING YOUR MAIL

For all of the unwanted spam that populate your e-mail space, you have the option of deleting them. This option will completely remove items from your mail list. But, be careful, because once you delete them they'll be lost forever!

* A WTF COMMENT...

Watch out for those scam e-mails, one wrong click may cost you a pretty penny.





JOB PLACEMENT

This is the Job Placement menu. Don't let the scary looking Job Placement Demons intimidate you, on the inside they're just as cuddly as a teddy bear. Four part-time jobs will be available to you at any given time. By selecting and performing these jobs, you'll be able to earn money to put toward that fancy car you've always wanted; however, that day will most likely never come. That said, we apologize ahead of time for the rate of pay.



STARTING A JOB

After selecting the desired part-time job, you'll be taken to the specific job's title screen. From here, you'll be presented with three options: start, how to, and exit. Select the how to option to find out what the job is and how to do it. Otherwise, select start to begin or exit to back out to the Job Placement office.



GAME OVER

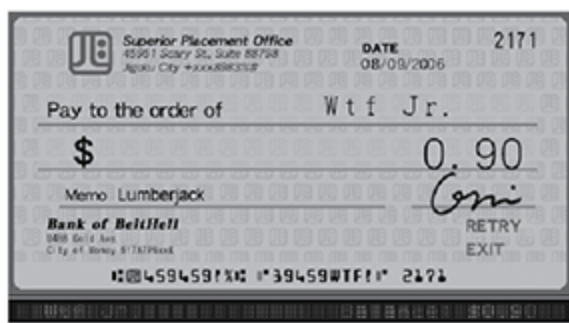
When the job ends by any means, it is Game Over. Some jobs also allow you to end them whenever you'd like by pressing the start button and selecting the quit option, but that's only if you're a quitter.

THE PAYCHECK

After Game Over or completing a job, you'll be taken to the Paycheck



screen. Here, you'll be presented with pay from a hard day's work. If you'd like to work the same part-time job, select the retry option and proceed to the job's title screen. Otherwise, select the exit option to go back to the Job Placement Office.



VENDING MACHINE

This is where you can spend all of your hard earned money. Vending Machines will allow you to unlock more part-time jobs, practical tools, and useless trinkets. Don't mind the Vending Machine Demon, she's not really evil, she's just sleepy. Use the left and right directional buttons to select a Vending Machine. Once the desired Vending Machine has been selected, press X and wait in anticipation for that fun filled capsule!



BRONZE VENDING MACHINE

This vending machine requires \$1.00 to play. The typical vending machine for the ramen eating college student.

SILVER VENDING MACHINE

This vending machine is a little more pricey at \$5.00 a play. The typical vending machine for the macaroni and cheese eating college student.



GOLD VENDING MACHINE

This vending machine requires \$10.00 to play. You best stay away from this one unless you're one of them High Rollers.

CELEB VENDING MACHINE

This vending machine costs an outrageous \$50.00 to play! Hence the reason why it's called a Celeb Vending Machine. Starring in B movies won't cut it for this machine.



*** A WTF COMMENT...**

Each vending machine contains certain trinkets, tools, and jobs. You are also able to obtain more than one of any item received from a vending machine.

TOOLS

A series of tools can be obtained through the vending machines. These tools serve as practical applications that you can use in your everyday life. How you use these tools is entirely up to you. So, if you happen to carry your PSP® around with you wherever you go, these tools just may come in handy.

Press the start button and select Tool List from the Pause Menu. From here, you may select any tool that feels applicable to the moment.

Some sample tools are shown below:

RESTAURANT BILL SPLITTER

This tool is perfect for splitting restaurant bills between a large group of friends. You can either split the bill equally, or if you're in company of a female, you can be a gentleman and split the bill in favor of her. This tool even allows you to calculate money left behind from those who left early.



HANDY LIGHT

Nothing more than a light to help you find your way through the dark and look cool at the same



WTF

time. You can even change colors and light patterns. So, in the event that you find yourself lost in a dark cave with a decently charged PSP®, and happen to have WTF: work time fun™, and the Handy Light purchased from a vending machine, then consider yourself good to go. Otherwise, you should've brought a flashlight, not a PSP®.



***!Caution!** For safety reasons, please do not shine the Handy Light into your or other people's eyes.

EYE SPY

Sorta like those Crazy Eyes

Glasses, except cooler, and you can't see out of these ones. If you've ever wanted the eyes of an elderly Japanese man, evil robot, or for some odd reason a youthful anime girl, the Eye Spy tool does just that. Place the PSP® in front of your eyes with the screen facing away and do your best to creep everybody out.

***!Caution!** - For safety reasons, please do not walk, run, drive, or operate heavy machinery while using the Eye Spy tool.

JOB LIST

If you ever felt like practicing or performing a job pro bono, you may access all unlocked jobs from the Job List. You're not limited to only four jobs in the Job List, so feel free to select your favorite ones. Just remember, you won't get paid! While in the Main Menu, press the start button and select Job List. Navigate through the list using the directional buttons and press X to select any job that your heart desires.



TRINKET LIST

Just in case you wanted find out a little more about all those trinkets you've obtained from various vending machines, there's the Trinket List. From here, you may select any trinket and view its back story, the date it was obtained, and even the vending machine you obtained it from. While in the Main Menu, press the start button and select Trinket List. Navigate through the list using the directional buttons and press **X** to view the description.



TITLE LIST

For all of you who set out to accomplish great feats, your achievements will not go unnoticed. The Title List is here to for you to reflect on how much time and energy you devoted to certain jobs. A title will be rewarded to you once you've accomplished certain goals specific to each job. For example: capping 1,000 pens in Pendemonium or catching 100 balls in Baseball Superstar will earn you a title. However, you may also earn a title reflecting how horribly you've performed a certain job. Once you've achieved a title, you'll be notified via e-mail. While in the Main Menu, press the start button and select Title List. Navigate through the list using the directional buttons.



SYSTEM

The System Menu is where you are able to change your Save Settings, manage your Save Data, and edit your Profile. While in the Main Menu, press the start button and select System. Use the directional buttons to navigate through the menu and press **X** to make a selection.

SAVE

To manually save your progress, select Save from the System Menu.



ERASE DATA

If you don't have enough memory to allocate to WTF: work time fun™, select Erase Data from the System Menu to manually delete Save Data.

CHANGE PROFILE

Just in case your Profile Information has changed for any reason (e.g. address change, sex change, or different superhero alias), you can select Profile Change from the System Menu and edit the information accordingly.

AUTO SAVE

WTF: work time fun™ utilizes an Auto Save feature, select Auto Save from the System Menu to toggle the feature ON and OFF.

HELL CANTINA

Here is where all the poor people that are part of the Job Placement Program at WTF come to hang out. You can trade worthless trinkets here with others, or if you really want more punishment, work at even more jobs with friends. If none of your friends are nearby, yell for them. If someone shows up, you've actually got a friend, and maybe he'll even play a game with you.

ITEM EXCHANGE

Here you can trade trinkets. Make sure the PSP® Wireless LAN switch is on, and select the Item Exchange option. Generally, the PSP® has a range of about 10 meters. If you can't connect to a PSP® that should be within range, move closer. If nobody is within 10 meters, you should probably get a friend.



GIVE A TRINKET

To send a trinket, select Give a Trinket. From here, decide which trinket you'd like to send, proceed past its description screen, and wait for someone to connect. Once someone has connected, confirm that you want to send them the trinket. You will be notified once the trinket has been successfully delivered. If multiple users are waiting, a menu will display, and you can choose the User Name to give the trinket to. If you decide that you'd rather keep your hard earned worthless junk, press O to cancel.



WTF

GET A TRINKET

When you select this option, your PSP® will automatically search for a PSP® that is handing out trinkets. When someone wants to send you some junk they've discovered, simply accept the transfer and add yet another trinket to your collection. If by any chance you're someone who doesn't like to receive presents and enjoys making people cry, you may also choose to reject a trinket being given to you.

ADHOC.

In this menu you can connect with other WTFers and work at jobs with them. Make sure the WLAN switch is on for each PSP®, and select the Adhoc. option.

You need:

- 1 PSP® per person
- 1 WTF: work time fun™
- UMD™ per person

NOW HIRING

To select what job to put you and your friends through, select Now Hiring. You will be taken to the Job Selection screen. From here, you may select a single or multiplayer job. Once this is selected, your PSP® will automatically search for and find any others within range that are applying for a job.

You may now interview potential employees for the job. If for any reason you feel that a certain candidate is unfit for the position, you have the option of rejecting them. Once you have the minimum number of players for the job you have selected, you may begin to work.





APPLY FOR JOBS

If you would like to join in and work at a job, select Apply for jobs. From here, select the Look for Jobs option and your PSP® will automatically search for and find any others within range that are looking to give you a job. On the selection screen, you will be shown a selection of the available hosts, and the job that they currently have chosen. If you would like to search again for hosts, reselect the Look for Jobs option. Also, if by any means you decide that you decide you don't want to work at the selected job, just select the Halt Application option. Once the host decides to start the game with the players that have joined, the job will begin, so pay attention so as not to slack off.



OUT SOURCING

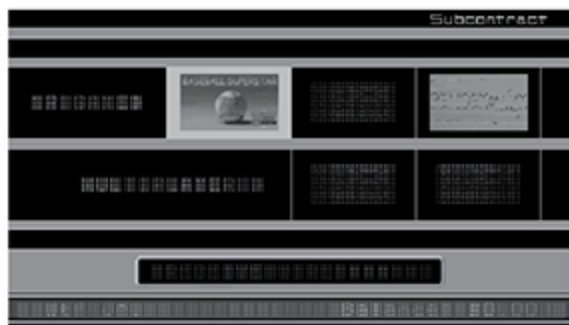
If you only have one copy of WTF: work time fun™, and want to subject some poor sap to some meaningless jobs, you can use this option. Make sure the WLAN switch is on for each PSP®, and select the Out Sourcing option.

You need:

1 PSP® per person
1 WTF: work time fun™ UMD™

SUB-CONTRACT

From this menu you can choose from the available jobs that you've unlocked to send to someone without the game. When you select a job to give, the PSP® will automatically look for whoever wants to receive the game.



If, for some reason, there is more than one person waiting, you'll need to re-enter this menu and select a job for each person. Though, once they're done working for you, you should advise them to think about going out to find a REAL job.

RECEIVE GAME

Make sure that the WLAN switch is on, and select the Game Sharing option from the Home Menu. The PSP® will look for a host, and when found, will allow the user to download the job. Now remember, whoever the Host is, is now officially your boss. So be a good employee and fetch them some coffee.

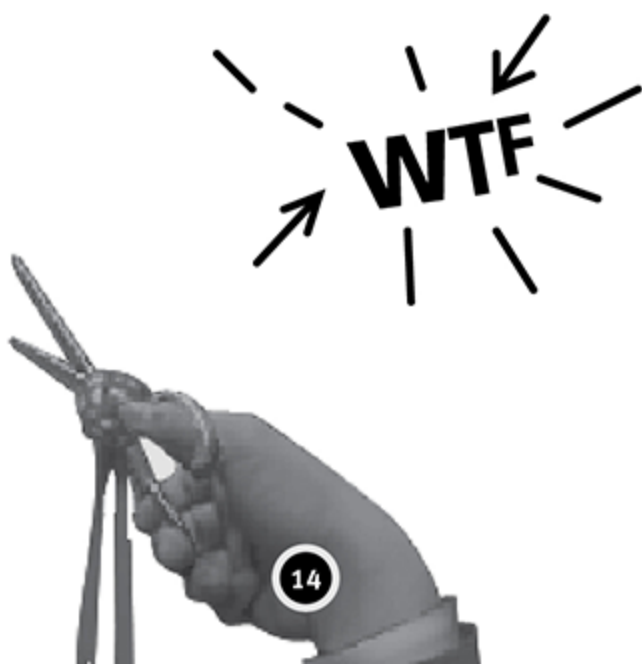
QUITTING THE GAME

When you want to quit the game, simply turn off the PSP® or go to the Home Menu. Be careful, if you do this, the game that you downloaded will be erased, and you'll have to beg the host to get it back. Who's to say that the Host will be nice enough to do it.

WIRE TRANSFERS

When you select this option, you'll receive all the money from the people that have been working at the jobs you've so nicely handed out. If you don't choose this option before leaving, all that money will go to waste. What a shameful waste! You forced your friends to work for you, so you may as well get the fruits of their labor too.

So be a responsible boss and choose the Receive Wire option. Once selected, have your employees select the Wire Payments option. After they've successfully connected, have them confirm to send you a payment. All you have to do now is accept that payment and watch the money roll in. If by some odd reason you don't like money and like to waste other people's time, you also have the option of rejecting the payment. Do as you wish...



WTF: work time fun™ CREDITS

Game Director

Pierre Taki

Art Director

Hideyuki Tanaka
(FRAMEGRAPHICS)

Lead Game Designer

Tetsuya Watanabe

Game Designers

Hiroyuki Goto
Hiroshi Tamate
Shintaro Motegi

Lead Programmer

Takahisa Suzuki

Programmers

Junichi Komori
Shiro Sakamoto
Keiichiro Ishihara
Masaaki Takayasu
Kenichi Yamaguchi
Satoshi Kondo
Seiji Kato
Hirokazu Yokoyama
Shingo Matsumoto

Lead Artist

Yusuke Iida

Artists

Ryoko Morita
Sayaka Miza
Tomohiko Murakami
Yoshifumi Morita
Michiaki Sugai
Tomoko Fuwa

Special Character Design

Miyasu Nonki

Design Management

Riyo Toma (FRAMEGRAPHICS)

Scripters

Motoki Shiina
Sekishiro

Artist Management

Yoshiyuki Michishita (Ki/oon Artists)
Kenichi Nishii (Ki/oon Artists)

Sound Director

Tsutomu Fuzawa

Sound Designers

Tsubasa Ito
Takanori Masuno
Koji Niikura

Sound Support team

Kaori Ohshima
SCEJ Studio Sound Section All Staff

Sound Library Team

Isamu Terasaka
Mitsuteru Furukawa
Tomohito Ito

Music Director

Tomonobu Kikuchi
(Sony Music Publishing (Japan) Inc.)

Music Coordinator

Yuuichi Suzuki (Studio Oahu)

Music Composers

Isamu Tomita (Studio Oahu)
Atsuhiko Karino (Studio Oahu)

Sound Management

Shinpei Yamaguchi

Directors, Business Development

Naoko Kino
Masaaki Doi

Product Manager, Localization

Yuko Namba

Special Thanks

Miki Funato

Product Manager & Assistant Producer

Nobuki Nagai

Producer

Takafumi Fujisawa

Supervisors

Tomikazu Kirit

from "Groove JIGOKU V"
"Cliff Race 2000" "Mushroom King"
"Copycat" "Traffic Counter"
"Ghost Psychic"
"Pendemonium" "Lumberjack"
© Ki/oon Records Inc.

The typefaces included herein are
partially developed by DynaComware.



CUSTOMER SUPPORT

Everyone at D3Publisher of America works hard to make sure that you, our customer, have as much fun playing our products as we had making them. We make every effort to ensure that our products are problem-free. But in the rare instance where something has slipped through our product testing process, we want to get a solution to you as quickly as possible.

At Customer Support, we take support seriously. So, in the unfortunate event that you do encounter a problem with one of our products, please contact us. You will find that the answers to many of your questions are available on our website, including tips and strategies on playing the game. If you cannot find the answer you are looking for, you will not have to make your way through an obstacle course.

Our living, breathing human beings will help you get back to the important things in life... like playing video games. ♡

Website

www.d3publisher.us/support

This is the best place to go for tips on playing our games!

Email

support@d3p.us

Phone

(480) 517-4900

Monday - Friday

9am - 6pm MST

